

FIG.1

2/26

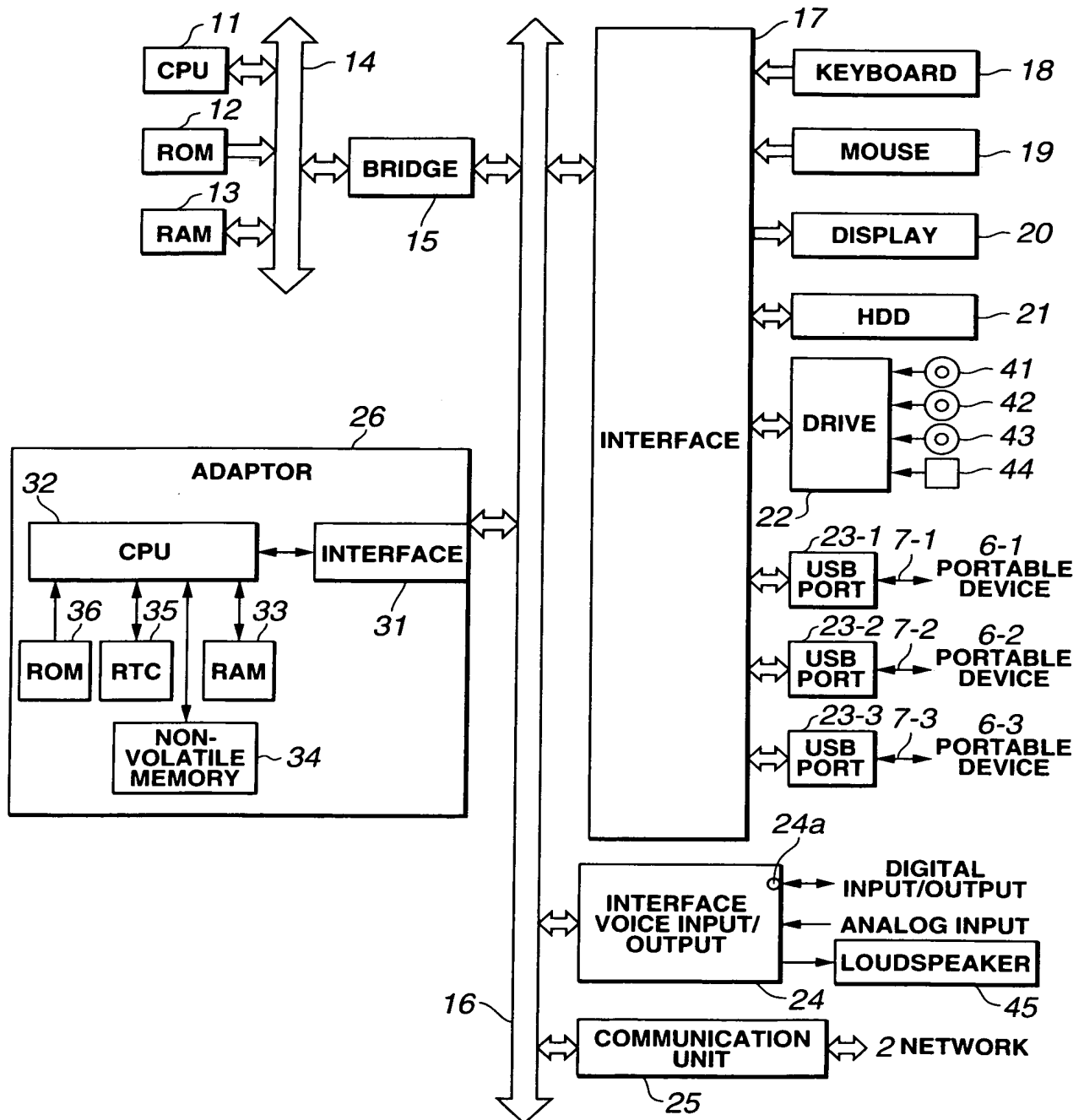


FIG.2

3/26

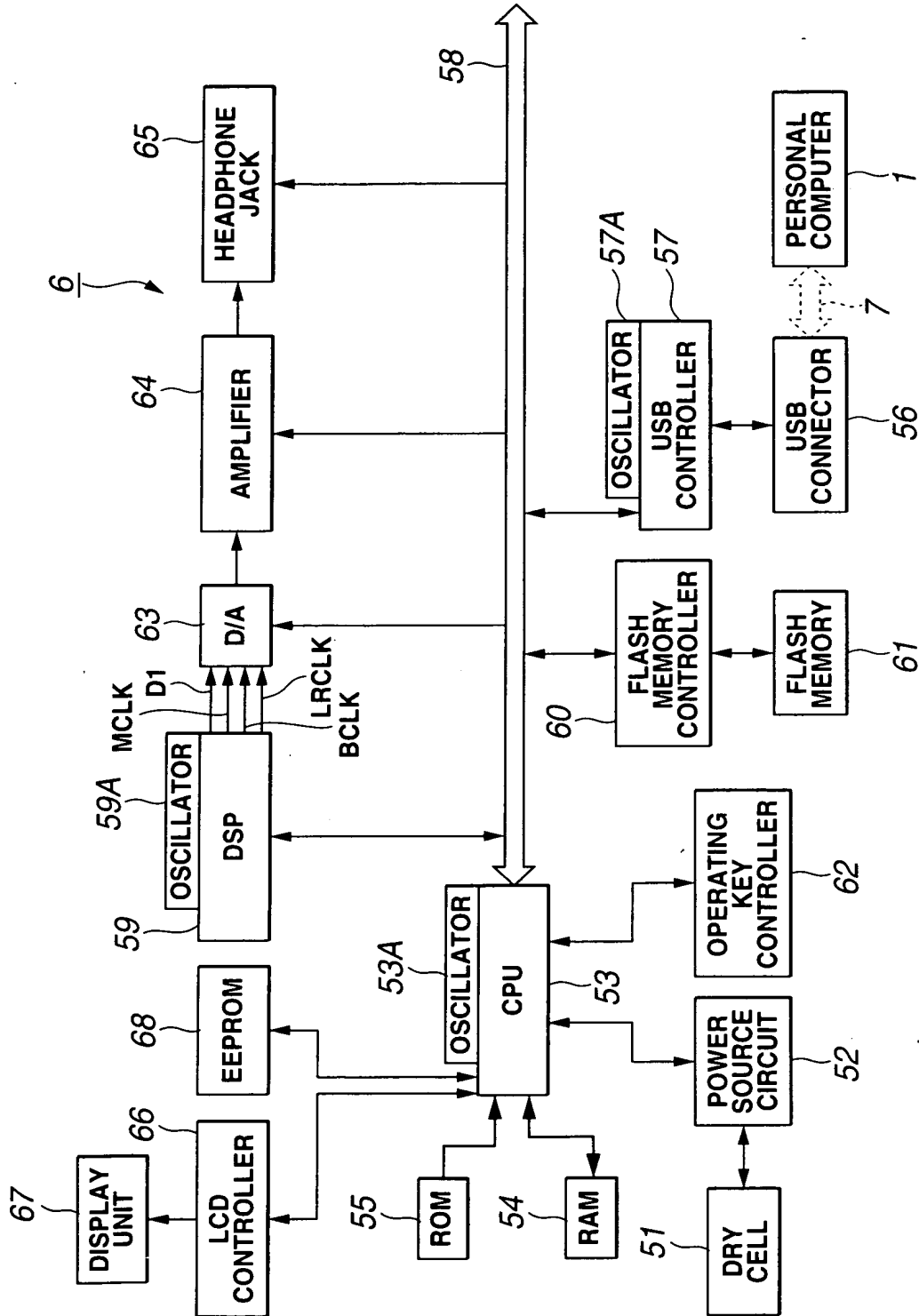


FIG.3



5/26

215

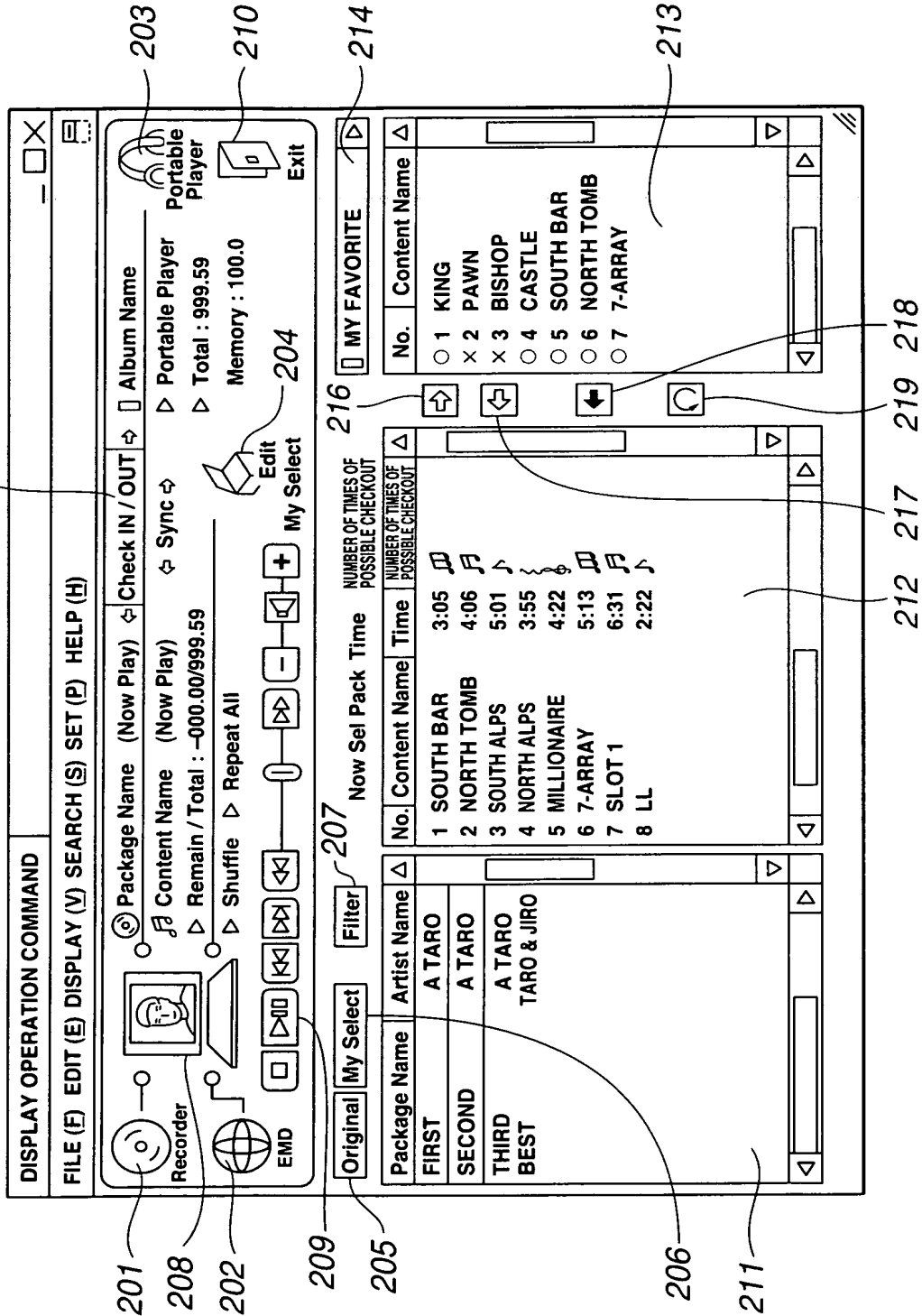


FIG.5

6/26

RECORD [Close] [Maximize] [Minimize]

MENU (M) HELP (H)

Tr.01 00:00 132kbps [Monitor Icon]

Remain: 148MB [Progress Bar]

[Up] [Stop] [Play/Pause] [Previous] [Next] [Volume Down] [Volume Up] [Mute]

Disc: **ASYNCHRONIZED**

Artist: **QUAI**

| TRACK NUMBER | TRACK NAME | NAME OF ARTIST | PLAY TIME | RECORD |
|--|----------------|----------------|-----------|--------|
| <input checked="" type="checkbox"/> 1 | HEAT | KUWAI | 05:31 | |
| <input checked="" type="checkbox"/> 2 | PLANET | KUWAI | 04:44 | |
| <input checked="" type="checkbox"/> 3 | BLACK | KUWAI | 05:41 | |
| <input checked="" type="checkbox"/> 4 | SOUL | KUWAI | 04:15 | |
| <input checked="" type="checkbox"/> 5 | FALL | KUWAI | 03:45 | |
| <input checked="" type="checkbox"/> 6 | DESTITU... | KUWAI | 05:40 | |
| <input checked="" type="checkbox"/> 7 | SONIC | KUWAI | 05:15 | |
| <input checked="" type="checkbox"/> 8 | BUTTERFLY | KUWAI | 04:28 | |
| <input checked="" type="checkbox"/> 9 | WHERE DO WE... | KUWAI | 05:13 | |
| <input checked="" type="checkbox"/> 10 | ADDY | KUWAI | 03:41 | |
| <input checked="" type="checkbox"/> 11 | FUNKY | KUWAI | 05:35 | |

[Previous] [Next]

ACQUISITION OF CD INFORMATION [Select All] [Clear All]

Auto Check Out to **AUTO CHECKOUT**

254 255 256 251 252 253

FIG.6

7/26

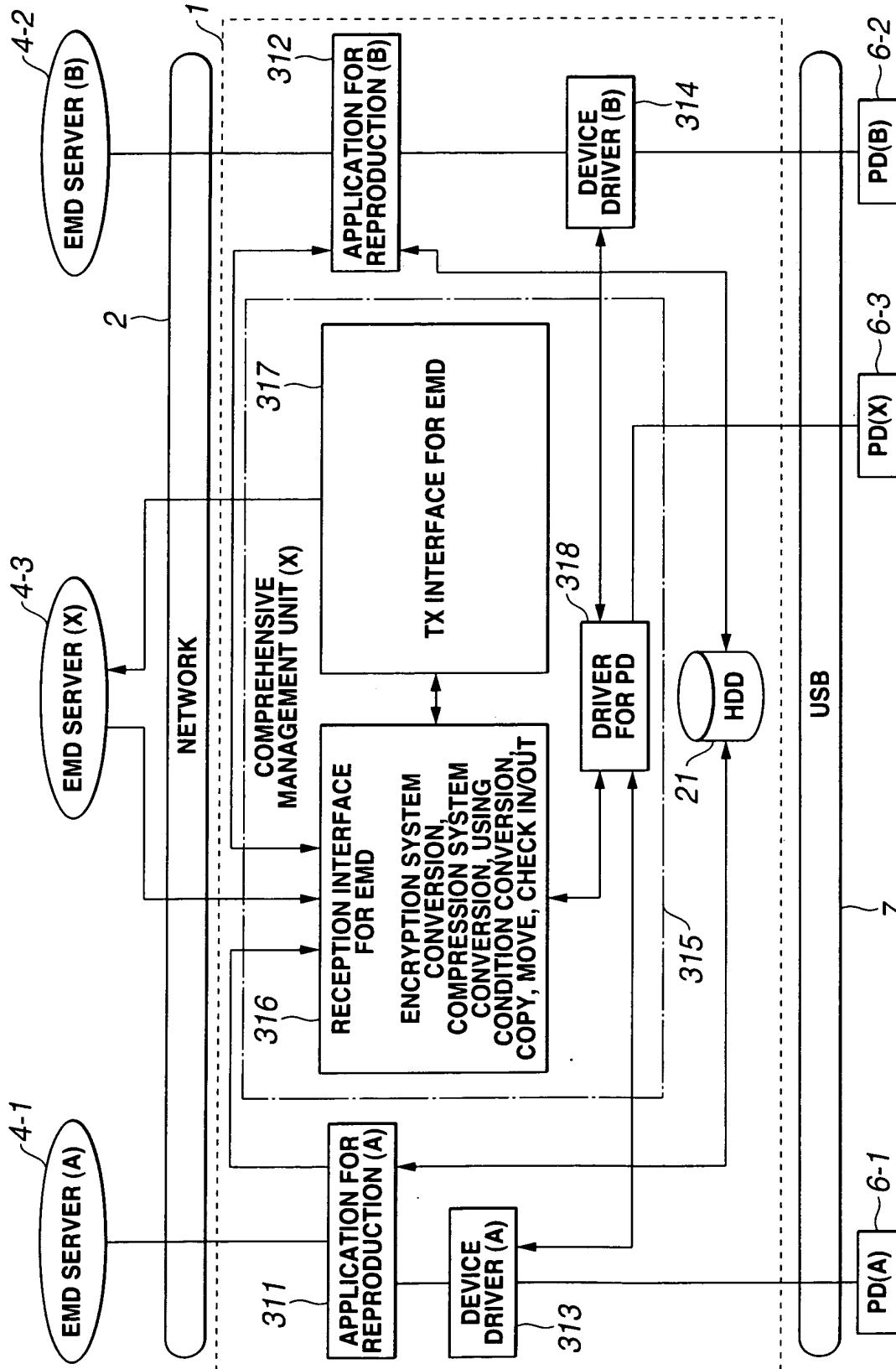


FIG.7

8/26

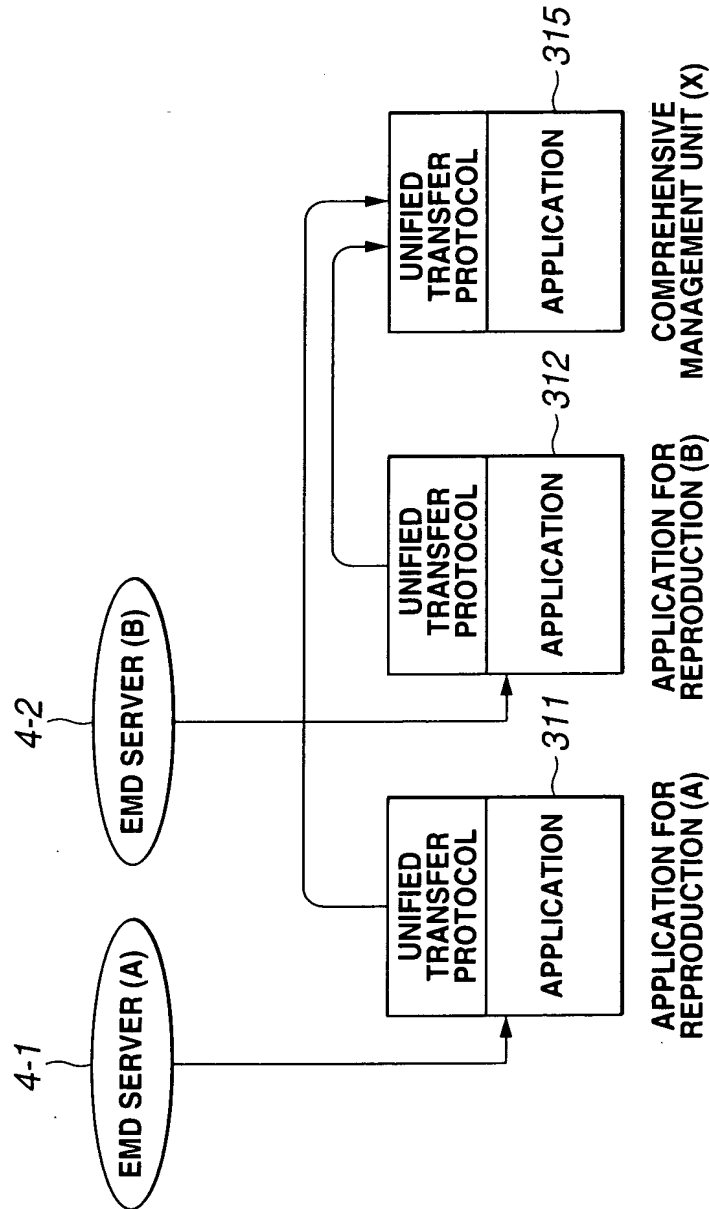


FIG. 8

9/26

FIG.9A

| POLICY | VALUE |
|----------|-----------|
| from | 99/10/25 |
| to | 99/11/24 |
| pay/play | yes/10yen |

FIG.9B

| CONTENTS |
|-----------------------------|
| USING CONDITION INFORMATION |

| | |
|-----------------|-----|
| INDEX FILE | 331 |
| AUTOMATON FILE | 332 |
| PARAMETER FILE | 333 |
| HYSTERESIS FILE | 334 |

FIG.10

| | |
|--|-----|
| Automaton | 341 |
| MAC _{K_C} (Automaton) | 342 |
| Sig _{K_E} ⁻¹ (Automaton) | 343 |
| Cert (K _E ¹) | 344 |

FIG.11

10/26

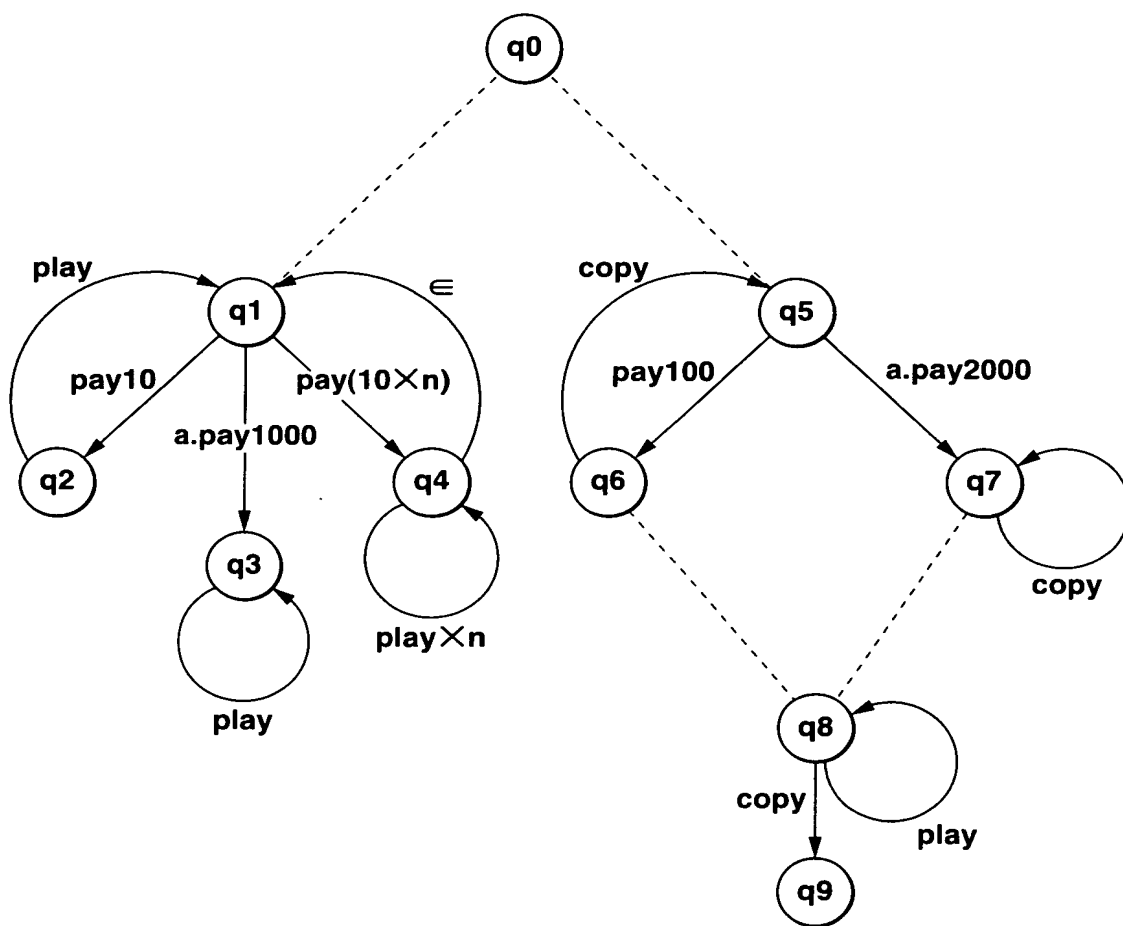


FIG.12

11/26

$\langle q_1, \text{pay10}, q_2 \rangle$
 $\langle q_1, \text{a.pay1000}, q_3 \rangle$
 $\langle q_1, \text{pay}(10 \times n), q_4 \rangle$
 $\langle q_2, \text{play}, q_1 \rangle$
 $\langle q_3, \text{play}, q_3 \rangle$
 $\langle q_4, \text{play} \times n, q_4 \rangle$
 $\langle q_4, \epsilon, q_1 \rangle$
 $\langle q_5, \text{pay100}, q_6 \rangle$
 $\langle q_5, \text{a.pay2000}, q_7 \rangle$
 $\langle q_6, \text{copy}, q_5 \rangle$
 $\langle q_7, \text{copy}, q_7 \rangle$
 $\langle q_8, \text{play}, q_8 \rangle$
 $\langle q_8, \text{copy}, q_9 \rangle$

FIG.13

| | |
|-------------------|-----|
| Entity ID | 345 |
| Content ID | 346 |
| Automaton Version | 347 |
| Variables | 348 |
| Tuples | 349 |
| Automaton Version | 347 |
| Variables | 348 |
| Tuples | 349 |
| ⋮ | |

FIG.14

12/26

<!ENTITY% event" (

| | |
|--------------------|---|
| play | 1 |
| copy | 1 |
| pay-for-play | 1 |
| pay-for-copy | 1 |
| pay-for-album-play | 1 |
| pay-for-album-copy | 1 |
| from | 1 |
| to | 1 |
| null | 1 |

)">

<!ENTITY% command" (

| | |
|---------------|---|
| drop | 1 |
| dup | 1 |
| swap | 1 |
| add | 1 |
| subtract | 1 |
| multiply | 1 |
| divide | 1 |
| remainder | 1 |
| upper | 1 |
| lower | 1 |
| equal | 1 |
| less | 1 |
| greater | 1 |
| less-equal | 1 |
| greater-equal | 1 |
| and | 1 |
| or | 1 |
| not | 1 |
| bit-and | 1 |
| bit-or | 1 |
| bit-xor | 1 |
| bit-not | 1 |

)">

FIG.15

13/26

Content playable from 1999/9/1

<automaton>
 <!--This usage rule system has one Right Unit.
 Initial state is q1- ->
 <Initial-right-unit state="q1"/>
 <node state = "q1">
 <!--If after 1999/9/1, transfer to q2- ->
 <rule event="from" next-state="q2">
 <arguments>
 <integer value="time:19990901"/>
 </arguments>
 </rule>
 </node>
 <node state = "q2">
 <!-- - playable - ->
 <rule event="play" next-state="q2"/>
 </node>
</automaton>

FIG.16

14/26

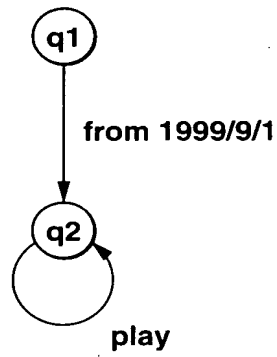


FIG.17

15/26

Content playable until 1999/10/31

<automaton>

<!-- This Usage Rule System has one Right Unit.

Initial state is q2 -->

<Initial-right-unit state="q2"/>

<node state = "q2">

<!-- If after 1999/10/31, transfer to end -->

<rule event="to" next-state="end">

<arguments>

<integer value="time:19991031"/>

</arguments>

</rule>

<!-- playable -->

<rule event="play" next-state="q2">

</rule>

</node>

<!-- Unusable state -->

<node state = "end"/>

</automaton>

FIG.18

16/26

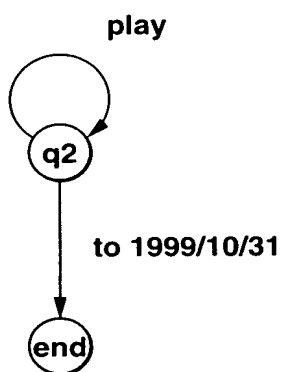


FIG.19

17/26

Content playable 16 times from 1999/9/1 to 1999/10/31

<automaton>

<!--Define counter variables for playable numbers. Initial value is 16 -->
<define-variable name="count" initial-value="16" />

<!-- This Usage Rule System has one Right Unit. Initial state is q1 -->
<initial-right-unit state="q1" />

<node state="q1">
 <!--From 1999/9/1 transfer to q2 -->
 <rule event="from" next-state="q2">
 <arguments>
 <integer value="time:19990901" />
 </arguments>
 </rule>
</node>

<node state="q2">
 <!--From 1999/10/31, transfer to end -->
 <rule event="to" next-state="end">
 <arguments>
 <integer value="time:19991031" />
 </arguments>
 </rule>

<rule event="play" next-state="q2">
 <!--Playable only for "count" numbers -->
 <arguments>
 <variable name="count" />
 <command name="load" />
 </arguments>
 <!--If this rule is selected, the "count" number decrements by one-->
 <action>
 <variable name="count" />
 <command name="load" />
 <integer value="1" />
 <command name="subtract" />
 <variable name="count" />
 <command name="store" />
 </action>
</rule>
</node>

<!--Unusable state-->
<node state="end" />

</automaton>

FIG.20

18/26

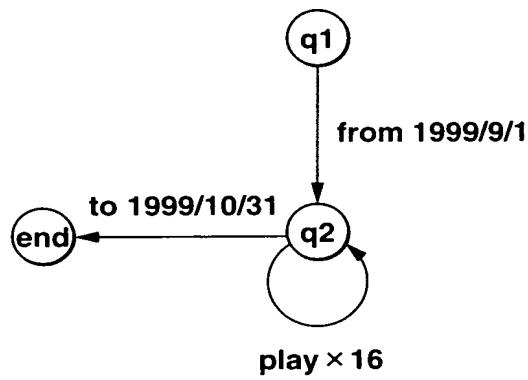


FIG.21

19/26

Content playable less than and/or equal to 16 times

<automaton>

<!--Define valuable counter for playable numbers. Initial value is 16 -->
<define-variable name="count" initial-value="16" />

<!-- Usage Rule System has one Right Unit. Initial state is q2 -->
<initial-right-unit state="q1" />

<node state="q2">
 <rule event="play" next-state="q2">
 <!--"Count" number of times playable -->
 <arguments>
 <variable name="count" />
 <command name="load" />
 </arguments>
 <!--If this rule is selected. "count" number decrements by one-->
 <action>
 <variable name="count" />
 <command name="load" />
 <integer value="1" />
 <command name="subtract" />
 <variable name="count" />
 <command name="store" />
 </action>
 </rule>
</node>

</automaton>

FIG.22

20/26

| | |
|-------------------------------|-----|
| Parameters | 351 |
| MAC_{K_C} (Parameters) | 352 |
| $Sig_{K_E}^{-1}$ (Parameters) | 353 |
| Cert (K_E^1) | 354 |

FIG.23

| | |
|-------------------------------|-----|
| Parameters | 351 |
| EntityID | 355 |
| MAC_{K_C} (Parameters) | 352 |
| $Sig_{K_E}^{-1}$ (Parameters) | 353 |
| Cert (K_E^1) | 354 |

FIG.24

| | |
|-------------|-----|
| Entity ID | 356 |
| Contents ID | 357 |
| Contents | 358 |

FIG.25

21/26

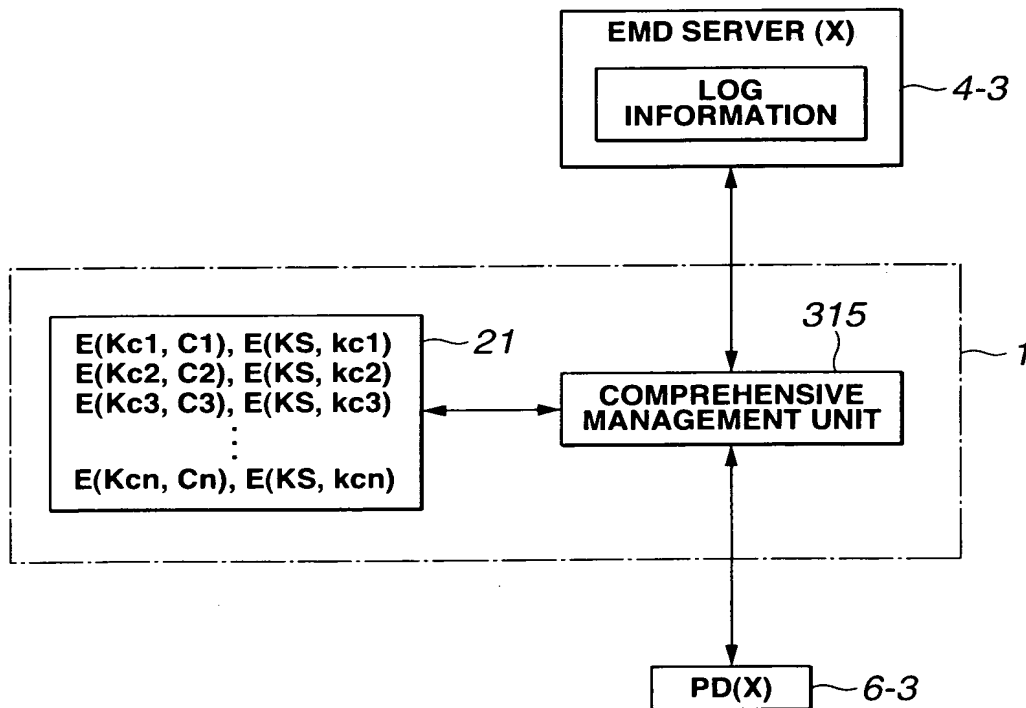


FIG.26

22/26

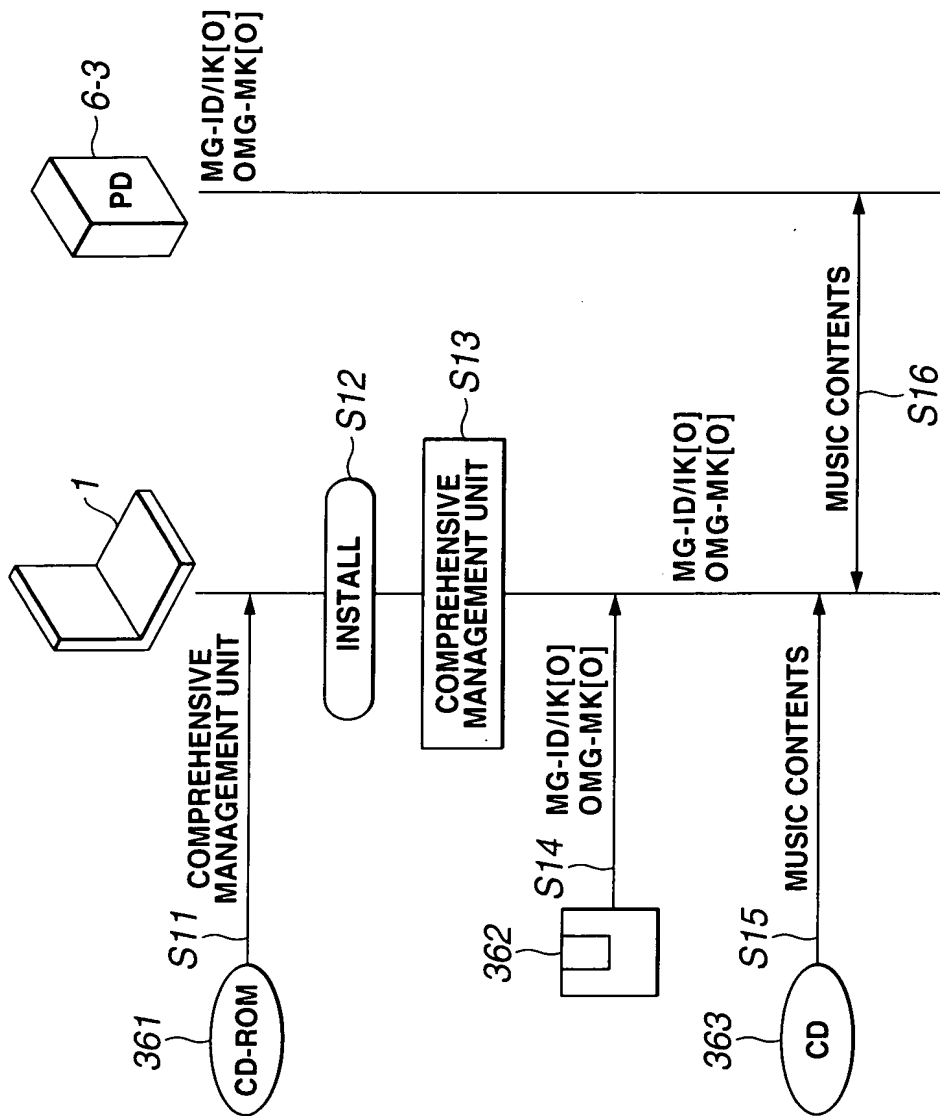


FIG.27

23/26

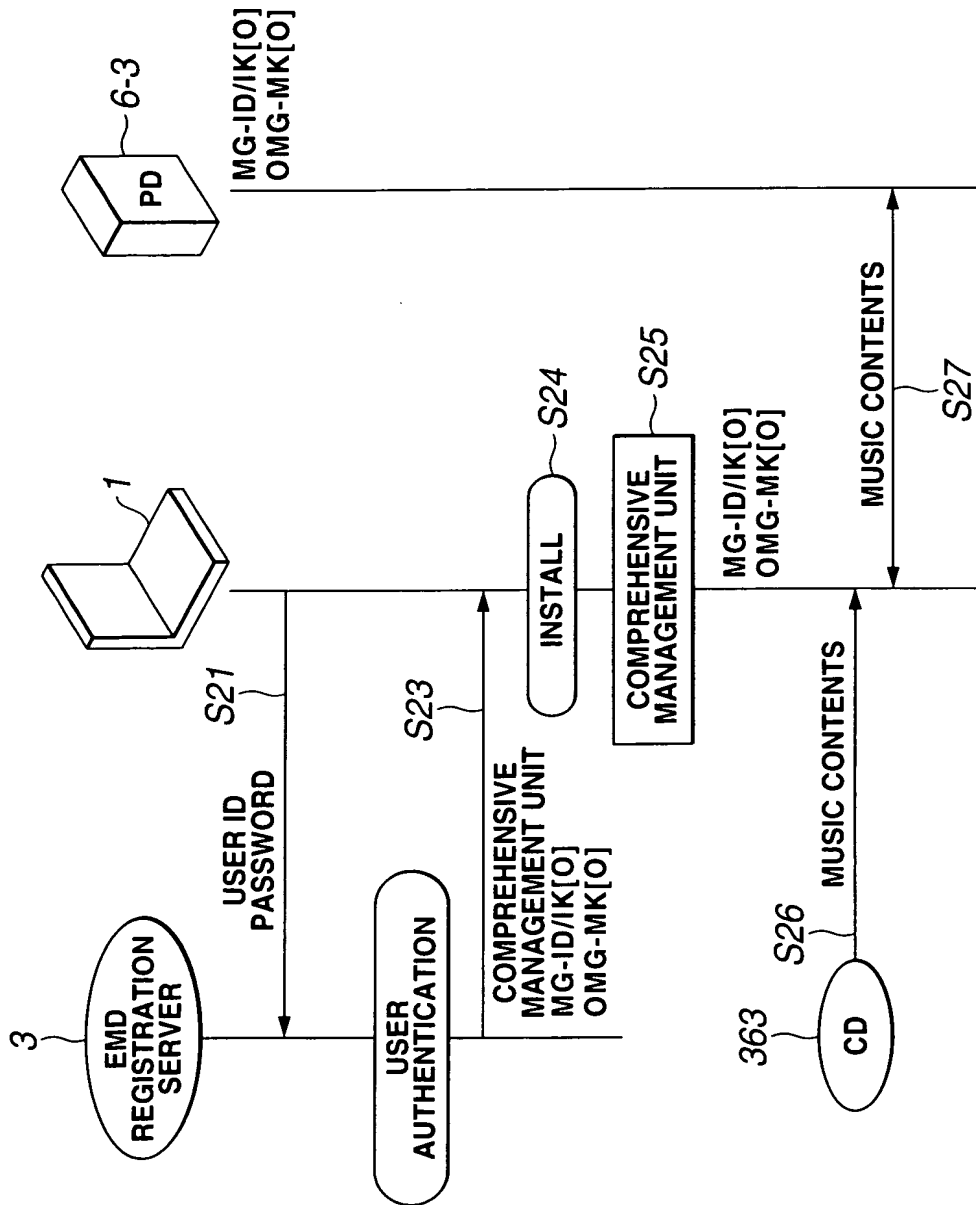


FIG.28

24/26

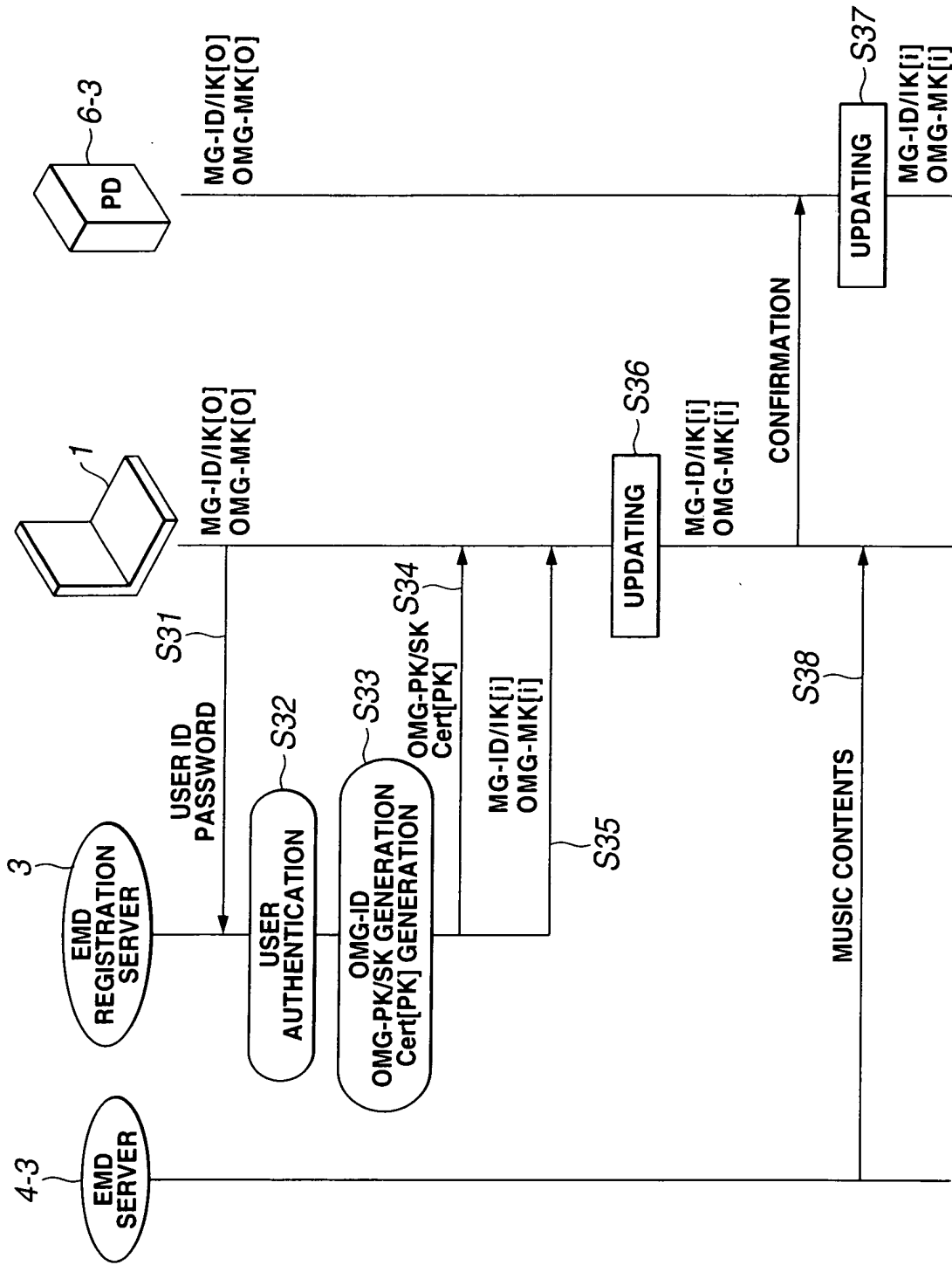


FIG.29

FIG. 30

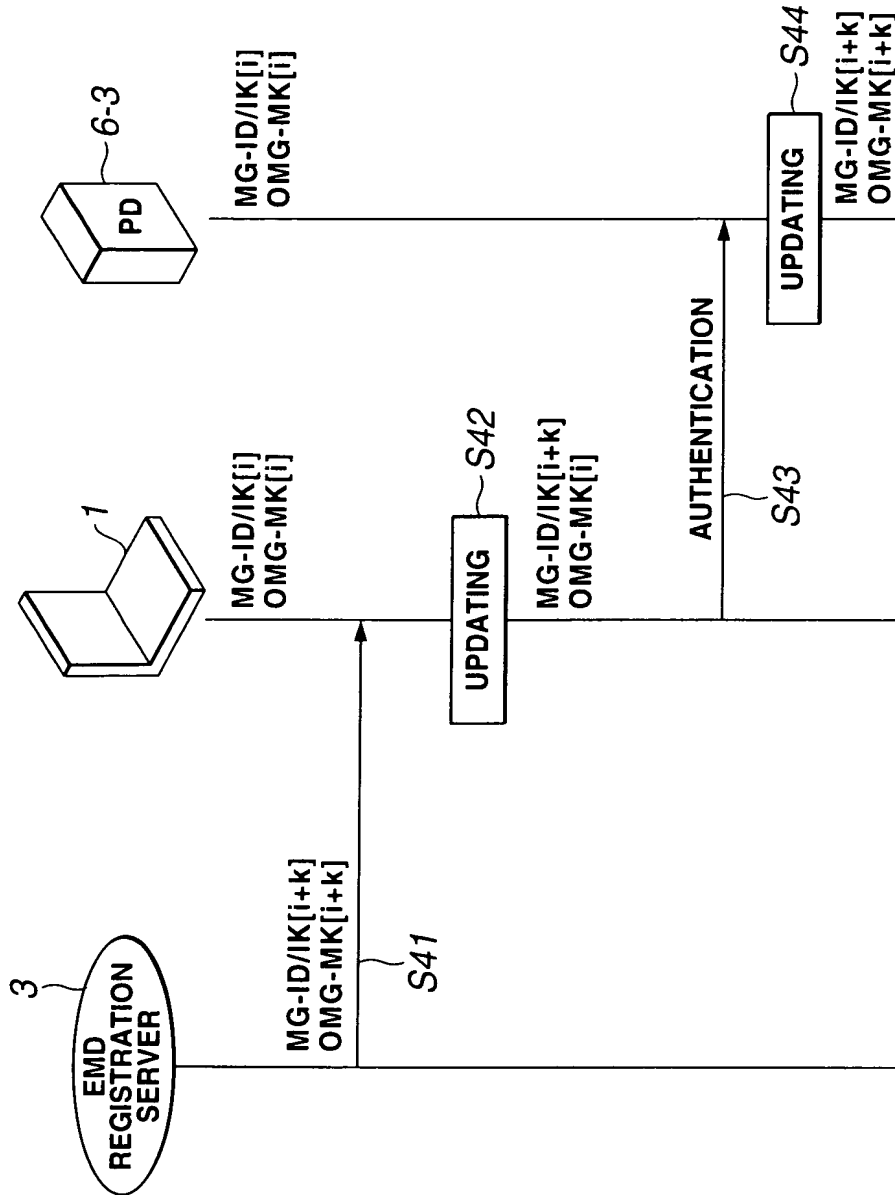


FIG.30

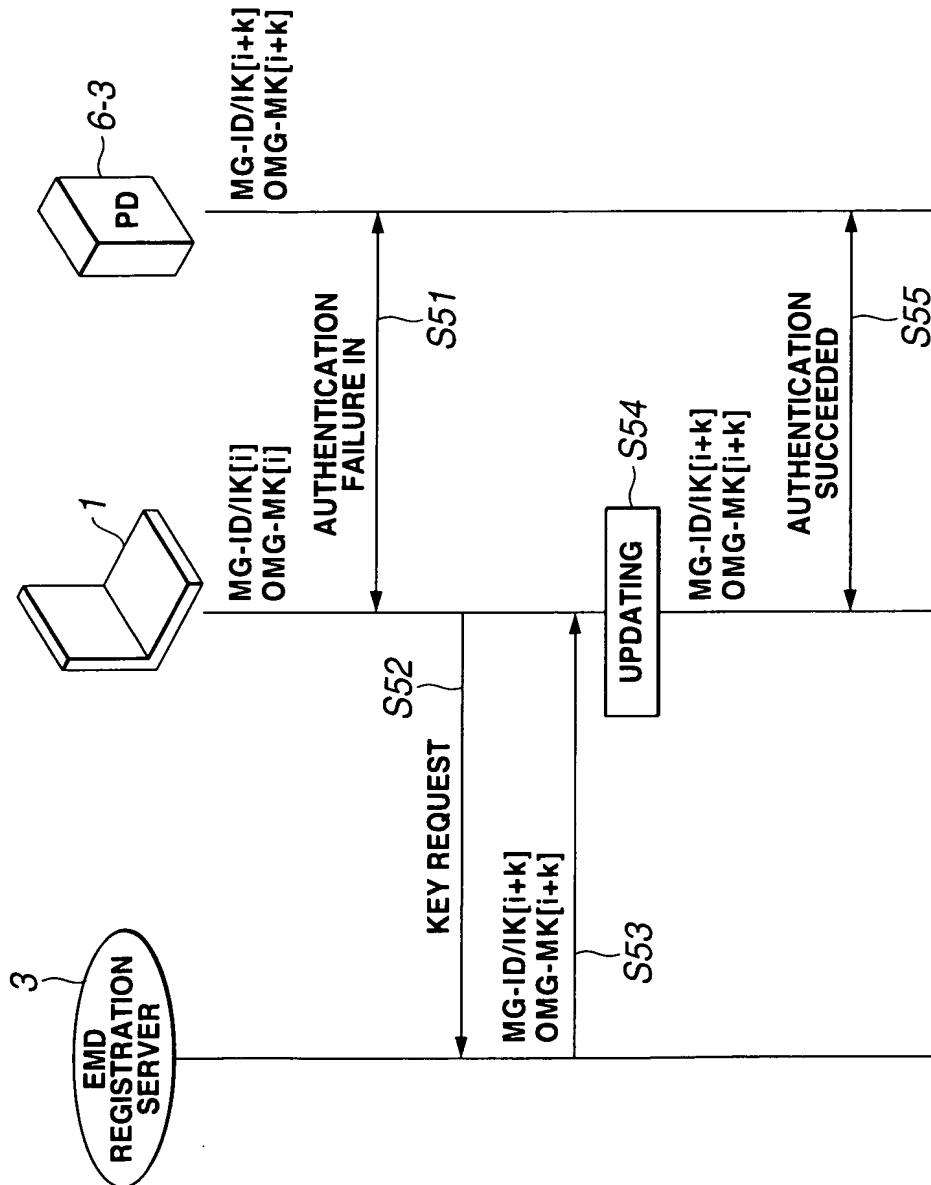


FIG.31